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C APPENDIX - archive.cis.ohio-state.edu

... Most importantly, AI provides a simple notation for arranging geometric **objects** hierarchically|an important requirement of ... Many systems, including Pixar's ...

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S Mealing - 1998 - books.google.com

... ability to imbue inanimate **objects** with personality ... Pixar, RenderMan & RIP - Pixar, Inc.; CyberStudio ... as soft modelling methods, **dynamic** animation, artificial ...

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»

LI Gritz - 1999 - seas.gwu.edu

... detailed **kinematic** specification. ... which has predictive power with respect to real **objects**.

...

1992), a classic control optimization problem in a **dynamic** environment ...

[Cited by 2](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#) - [Library Search](#)[An Investigation of the Modelling-Animation Relationship in Computer Graphics - group of 2 »](#)

SC Maddock - 1998 - dcs.shef.ac.uk

... set of rules [Thom81] for producing expressive animation of deformable **objects** for the ... these ideas find their apotheosis in the recent Disney/Pixar film "Toy ..."

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RA Robb - Machine Vision and Applications, 1988 - Springer

... better the nature of the **object** imaged ... Figure 1. Artistic depiction of **Dynamic** Spatial Reconstructor (DSR), a 4 ... image process- ing systems from Pixar and Kontron ...

[Cited by 11](#) - [Related Articles](#) - [Web Search](#)[\[book\] Intelligent Assembly Systems](#)

MH Lee, JJ Rowland - 1995 - books.google.com

... The discrete **objects** and events in assembly also introduceopportunities for similar complexity ... Buxton, Derbyshire SK17 6NE, England, UK JJ Pinkava Pixar, 1001 W ...

[Cited by 2](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#)[IMPS: Implicit Surfaces for Interactive Animated Characters - group of 9 »](#)

KB Russell - 1999 - xenia.media.mit.edu

... hierarchical, polygonal **object**. The latter has many component shapes related to each other by the use of transforms: for exam- ple, one **kinematic** chain contains ...

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DPC Animation, A Solutions - cs.unc.edu

... The model learns to touch an **object** in space, and touch its nose ... intensive, and replacing it with a **kinematic** description ... **Dynamic Simulation of Autonomous Agents** ...
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BANCA DE AVALIAÇÃO

LP Magalhães - 1996 - tecgraf.puc-rio.br

... for scripting computer Modeled Animation), a **kinematic** toolkit for ... A Pixar continuou a desenvolver seu renderer ... dos DEDS (Discrete Event Dynamic Systems), que ...
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7	BRS	L7	252	(pixar).as.	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/10/16 13:51
8	BRS	L8	12	(pixar).as. and kinematic	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/10/16 13:51

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5	BRS	L5	14	(manipul\$4 same motion) same kinematic same object	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/10/16 13:48

Interference

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TS

10/16/06